GUDERIAN'S BEST

A Modification of Patton's Best (Avalon Hill)
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Version 3fc

From the Designer: This is an extensive re-write of the Patton's Best game (Referred to henceforth as "PB"), now modified to enable a player to fight actions in command of a German panzer on the Russian front, 1941 – 1945.

2.0 GAME EQUIPMENT

2.1 Game Board
The original game board is now in several parts for ease of home printing. The Movement Boards, Player Tank (Panzer) card and the Battle Board are now separate. I recommend that the Battle Board and Movement Boards are mounted onto heavy card. The battle board is in two parts. Print both pages and put them together so that the two semi-circles make one central circle.

2.11 In order to increase the variation in the game, as appropriate for battles on the eastern Front in 1941-45, several movement boards are provided.

2.14 Charts and tables originally printed on the game board are now provided separately.

2.2 Charts and Tables
As with PB, there is extensive use made of charts and tables. The expansion of the game to cover 1941 – 45, rather than the one year of the US campaign, has necessitated an increase in the number of tables.

2.3 Counters
Two counter sheets are provided. One of each should be printed. It is recommended that the counters be cut out and mounted onto card. I suggest artist's mounting board. You may find it useful to print the counters onto A4 / Letter sized adhesive labels rather than use glue. If the counter colours are too dark or too light, try adjusting the file brightness (a right click on the file in most programs will normally bring up a picture management menu). If you print some counters back to back (e.g. the unidentified and identified tank counters) this can speed up play and will make storage easier.

2.4 After Action Report
These are used to keep track of your crew, ammunition and victory points earned etc. Print one of these.

2.5 Panzer Cards
One each of these should be printed. They are used for the player's panzer.

2.6 Soviet Data Cards
One copy of these should be printed. They contain game data relating to Soviet units in play.

2.5 Dice
Unlike the original game (PB), Guderian's Best uses a pair of normal six sided dice.

3.0 THE GAME TABLES

3.1 Managing the Tables
Don't be daunted by the sight of a dozen pages of tables; these are your friends and are designed to make play flow easily with little need to refer back to the rules. Some players like to print tables out onto coloured card (as in the original game), others like to put them in a folder for ease of reference. The table pages are numbered & there's a list of tables on the back page of these rules.

3.2 Dice and the Tables
Where two dice are need to be rolled and the numbers added together, this is noted as "2D6". When only one die is used, this is noted as "1D6".

4.0 SEQUENCE OF PLAY
There is an abbreviated sequence of play printed on the back page of these rules.

4.1 Campaign Battle Check
Unlike PB, there is no daily calendar. [See 20.1 for a description of the campaign rules.]

4.12: Movement Board: Whereas PB only had one movement board, to reflect the varying terrain of the Russian Front, and to add some more variety to the game, there are now four movement boards, labeled A to D. Once you have determined the battle type and expected resistance, refer to the Movement Board table to see what board is used for that day.

4.121: There are four types of terrain in the hexagons ("areas") on the Movement Board: Grey areas are urban, green areas are forest, light brown areas are Farm Land, and light brown areas with small boxes in them are village. Brown lines are roads.

4.2 MORNING BRIEFING

4.21: Record the date on the After Action Report.

4.22: Record the Panzer Type. If you have not already done so (i.e. as part of an ongoing campaign), refer to the Panzer Availability table for the current year. Some players like to roll twice on the table and choose which of the two panzers they will use. If you have a PzIII or PzIV check the Panzer Schurzen table. If you wish, you can check the AAMG table to see if you have an AAMG. Place the appropriate Panzer card in front of you.

4.23: If you have not already done so (as part of a campaign), determine the skill level of each crewman on the Crew Skill table. You can give your crewmen names if you like.

4.24: Consult the Weather table to determine the weather for the day.

4.25: Load Ammo. [see 16.2]

4.26: Note how many rounds of each type are in the ready rack.

4.27: If your tank is equipped with a Smoke Discharger place 6 SD counters on your Panzer card.

4.28: If your panzer is equipped with an NVtW, place 4 NVtW counters on the Panzer card.

4.3 TIME CHECK

4.31 Consult the Sunrise-Sunset chart to determine the hours of sunrise and sunset; block out the time before sunrise and after sunset on the After Action Report.

4.32 Determine the time and ammunition expended by rolling 1D6 and consulting the Time Elapsed table. This roll will determine the number of hours already elapsed and the HE and MG ammunition expended before your scenario begins. Mark off the elapsed time and expended ammo on the After Action Report.

4.4 PREPARE FOR COMBAT

4.41 Deployment: Determine your panzer's deployment from the Deployment Table. Note if the panzer is Hull Down or Moving by putting an appropriate marker next to your panzer counter on the Battle Board. If your Panzer is the Lead tank, make a note of this on the After Action Report.

4.42 Hatches: Place Open Hatch markers next to hatch boxes for crew men you don't want buttoned up.

4.43 Gun Load: Mark the type of ammo you want loaded into the main gun before any action begins by placing the Gun Load marker on the panzer card in the chosen ammo type box.

4.44 Tank and Turret Orientations: Place the panzer counter for your panzer in the centre of the Battle Board. Place the turret marker facing into any selected sector on the Battle Board. If the Loader in a PzV or PzVI is buttoned up place the Loader Spot marker in a sector.

4.45 Place German Control markers in sectors 2+12, 3 & 11on the Battle Board.

4.46 Mark the current weather conditions with the appropriate weather counter & record them on the After Action report.

4.5 MOVEMENT SEQUENCE

4.51 Around the edge of the Movement board are numbers 2 – 12. Roll 2D6 to determine which of these is the start area for the day. Mark the area with the Start Area marker and place the panzer battalion counter (the grey one labeled "Pz") in the start area.

4.52 To determine the exit area, consult the Exit Area table. Depending on the die roll, the exit area will be a number of areas either clockwise or anti-clockwise around the map from your start area. The exit area can be a numbered area or an area on the edge of the map without any number. Place the Exit Area marker in the exit area.

4.53 Check any one area adjacent to the panzer battalion for its estimated resistance by consulting the Resistance Table. Mark the area with the appropriate Russian resistance marker (light, medium or heavy).

4.54 Operations: Begin the scenario by performing one of the following operations. Each operation takes time. Consult the Time Use table to see how much time is used for each, and mark off that time on the After Action Report. Continue performing operations one after another, recording the time used for each. When daylight runs out, the scenario ends. Go to Evening Debriefing.

    1. Check any one adjacent area for estimated resistance by consulting the Resistance table. Mark with an appropriate Russian Resistance marker.

    2. Call for artillery support, if desired, to hit an area adjacent to the panzer battalion. Consult the time use table to see if the support arrives. If it does, place the artillery support marker in the area.

    4. Call for an air strike, if desired, against an area adjacent to the panzer battalion. Consult the time use table to see if the air strike arrives. If it does, place the air strike marker in the area.

    5. Attempt to replenish ammo. Consult the time use table to see if the ammunition in your panzer is replenished. You can only replenish MG, HE, AP HCBI and Smoke Discharger ammo in this manner.

    6. Enter adjacent area by moving the panzer battalion counter into the area. Check for breakdown [see 21] and consult the time use table to see how much time is expended doing this.

    a) Move any artillery support or air strike marker from the Movement Board to the Battle Board to remind you to resolve these operations.

b) Decide whether the battalion will be using advancing fire or not. If not, go to step (c). If yes, consult the Friendly Action table for ammo use and the number of advancing fire markers to be placed. Then go to step (c).

c) Determine if combat occurs by consulting the Resistance table. If there was no resistance marker in the area, consult the Resistance table to see what the resistance is. If no combat occurs, replace the resistance marker with a German control marker and go to step (d). If combat occurs, mark off 15 minutes of time and go to step 4.6.

d) Record victory points for the area now under German control on the After Action Report. If daylight remains, and the area you just captured is the Exit Area, consult the Movement Board table to find out what movement board is now used and then go to 4.51 and determine a new Start Area. continue with operations. If the area you have just captured is not the Exit Area, continue with operations. If no daylight remains, go to Evening Debriefing (step 4.9).

4.6 COMBAT

4.61 If using advancing fire, place Advancing Fire markers on zones on the Battle Board.

4.62 Consult the Activation table for the appropriate year to determine the number and type of Russian units appearing. Until tanks, SPGs and ATGs are identified, they are assumed to be whatever the unidentified type is, as noted in the relevant activation table.

4.63 Place Russian units according to the Battle Board Placement tables.

4.64 Resolve any advancing fire, artillery support and air strike on the Friendly Action table.

4.65 Roll 2D6 for possible ambush: 2 – 8 = Ambush. 9 – 12 = No Ambush. (dice roll modifier -1 if falling snow, rain or fog).

If no ambush occurs, go to step 4.7 Battle Round Sequence.

If an ambush occurs, consult the Enemy Action table for each enemy unit on the Battle Board. Then roll for random events on the Random Events table. Then go to step 4.7.

4.7 BATTLE ROUND SEQUENCE

4.17 Smoke Depletion Phase: Deplete smoke in each zone by reducing the amount of smoke by 1.

4.72 Spotting Phase: Determine what your crew can see by consulting the Spotting chart. Mark any spotted or hidden units with relevant markers. If a unit is identified, consult the relevant Identified Enemy table to determine what type of tank, SPG or ATG it actually is.

4.73 Orders Phase:

1) Hatches: Open or close hatches by placing or removing Open Hatch markers on your panzer card.

2) Orders: Mark crew battle orders by placing relevant markers on the crew spaces on your panzer card. Place only one marker per crewman.

3) Ammo Reload: Mark ammo reload if firing main gun by placing the Gun Reload marker in the box on the panzer card for the ammo type you wish to reload. Also mark if ammo is to be drawn from the ready rack by using the Ready Rack Reload marker.

4.74 Crew Actions Phase:

1) Tank Movement: resolve movement by reference to the Movement tables. Record any Thrown Track, Hull Down or Bogged effects my placing the relevant marker on the panzer.

2) Fire Tank Main Gun:

a) Mark off ammo on the After Action Report & remove Gun Load counter from your panzer card.

b) If firing at infantry, consult the Panzer Main Gun vs Infantry table to see if you hit and destroy the target. If firing at an enemy vehicle, consult the Panzer Main Gun to Hit Vehicle table to see whether the target is hit. Mark a hit by placing an AP, HE, HVAP or HEAT marker n the target.

c) If you are attempting to fire more than one round at the target, consult the Rate of Fire table to see if the gun is fired again. Record ammunition expenditure and hits as (b) above.

d) Determine whether rounds fired at the vehicle hit and if so, whether the vehicle is destroyed.

e) Remove any knocked out units and record victory points on the After Action Report.

3) Fire Panzer Machine Guns

a) Resolve any Advancing Fire by reference to the Panzer Machine Gun vs Infantry table.

b) Conduct machine gun fire against Infantry or truck targets. Mark off 1 ammo per gun fired. MP-40 sub-machine guns can be fired by any crewman. Mark off MP-40 ammunition on the After Action Report.

c) Remove destroyed Russian units and record victory points on the After Action Report.

4. Miscellaneous Actions:

a) Replace periscopes. Mark off a periscope replacement on the After Action report for each one replaced.

b) Attempt to repair guns that have malfunctioned by referring to the Gun Malfunction

Repair table. Remove "Gun Out" markers from repaired guns.

c) Fire smoke discharger. Place two smoke markers on the panzer & reduce the number of smoke discharger rounds by 1, as noted on your panzer card.

d) Throw smoke grenade. Place two smoke markers on the panzer and mark off one smoke grenade on the After Action Report.

4.75 Enemy Action Phase: Consult the Enemy Action table for the current scenario type, moving any enemy units that are determined to move, and resolving any enemy attacks against your panzer or against friendly units.

4.76 Friendly Action Phase: Consult the Friendly Action Table and resolve attacks against all Russian units on the Battle Board. Remove any knocked out units and record victory points on the After Action Report.

4.77 Random Events Phase: Consult the Random Events table. Note that whatever other actions have been undertaken, crewmen can always fire machine guns or NVtW against Close Assaults.

4.8 WHEN YOUR PANZER IS A TARGET

4.81 Attacks from Enemy tanks, SPGs and ATGs:

1) Roll on the Enemy To Hit Your Panzer table to see if your panzer is hit. If hit, go to step 2.

2) If hit, roll on the Hit Location table to determine what part of the panzer is hit. Go to step 3.

3) The enemy needs to make a 2D6 roll equal to or greater than your armour, on the part of the panzer hit, in order to knock your tank out. Consult the Gun Penetration vs Your Panzer table to determine what dice roll modifier to apply to the enemy's penetration attempt. If the shell penetrates, go to step 4.

4) Determine whether the panzer explodes [see 19.11].

5) Determine crew casualties on the Wounds table.

6) For each crewman who is able to, roll on the Bail Out table to see if he escapes the panzer.

7) Determine the effects of any rescue attempts of trapped crewmen by rolling on the Wounds table for any crewman attempting the rescue.

8) Consult the Panzer Brew Up table to see if the panzer burns. Any crewmen still inside the panzer are killed.

9) If the panzer was destroyed, record any crew casualties and the manner of the panzer's demise on the After Action Report.

10) The scenario ends with the destruction of your panzer. Go to the Evening Debriefing.

4.82 Attacks from LW, MG & Recon units: Roll on the Collateral Damage table.

1) If your tank is hit, note any damage on the After Action Report under "Notes". Any crewman at an open hatch may be injured: consult the Wounds table.

4.9 EVENING DEBRIEFING

4.91 Determine whether any surviving crewman has improved his skill level [see 7.2]

4.92 Determine if you have won the combat [see 6.0].

4.93 Determine if you have been promoted according to the optional campaign rules. Record this under in the After Action Report (either under *Notes* or *Decorations*).

4.94 Determine if you have been decorated according to the optional campaign rules. Record this in the After Action Report.

4.95 The day is now complete. Go back to the Campaign Battle Check [see 4.1]. Up to seven battles can be generated in any campaign week.

5.0 USING THE BATTLE BOARD

The Battle Board is where the counters representing enemy units and your own panzer are placed.

5.1 DESCRIPTIONS AND DEFINITIONS

5.11 The battle board consists of a distorted hexagon centered on a circle, with six numbered sectors. The counter representing your panzer is placed in the circle, initially facing sector 7-9. The panzer remains in the centre of the board during play, only changing the direction it is facing. Radiating out from the centre are three rings, each corresponding to close range (out to approximately 250 meters), medium range (out to 1,000 meters) and long range (out to 2,200 meters). When Russian units are generated they will be placed in the ring corresponding to the required range. The radiating rings are each divided into six sectors. Each sector therefore has three zones; one for each range.

5.12 The sectors are numbered. When an enemy unit is activated roll 2D6 to determine which sector it appears in. For sectors 3, 2+12 and 11, the enemy appears in that sector only if there is no German control marker in that sector. If a German control marker is present, the enemy unit appears in the opposite sector (e.g. if a 3 is rolled, but the sector is German controlled, the unit appears in sector 9). Conversely, if a 9 was rolled and sector 9 was German controlled, but sector 3 was not, the unit would appear in sector 3. If both paired sectors are German controlled, the Russian unit does not appear at all. The German control markers represent the presence of friendly forces in your support. After an engagement begins, the number of German controlled

sectors may be increased or reduced as combat progresses.

5.13 Certain Enemy Actions call for enemy units to move in directions B (backwards) L or R (Left or Right), or F (Forwards). A unit moving backwards remains in the same sector but moves one zone away from the panzer. A unit already at long range moving backwards is taken out of play. A unit moving forwards remains in the same sector but moves one zone towards the panzer. A unit already at close range moving forwards jumps to close range in the sector on the other side of the panzer. Units moving to the left or the right remain at the same range, but move one zone clockwise or anti-clockwise respectively.

5.14 The position of your panzer counter in the centre of the Battle Board determines its facing. The sector the panzer is facing is the panzer's front. The other four sectors are the front left, front right, rear right, rear left and rear.

5.2 THE PANZER CARD

At the start of play, take a panzer data card that corresponds to the version of panzer that you are using for this scenario.

5.21 Open Hatch markers, if the hatches are open, are placed adjacent to the crew boxes on the overhead view of the panzer. If a hatch is closed, simply remove the Open Hatch marker.

5.22 In the gun load section of the card, place the Gun Load marker in the box of the ammo round loaded in the main gun. Also mark here what round type you want to reload after firing (with the Ammo Reload marker), and whether you will be drawing reloads from the ready rack (with the Ready Rack Reload marker).

5.24 In the ready rack section, place the Rounds Left markers to show what types of rounds are in the ready rack and how many of each there are.

6.0 HOW TO WIN

In order to win a combat, both you and our tank must survive. If you are killed or wounded sufficiently to miss combat for any time, or if your panzer is knocked out, you lose. If both you and your panzer survive, winning will depend on your score of victory points. You win the campaign game if you survive from the beginning to the end of the campaign [see 20].

6.1 VICTORY POINTS

Victory points are scored for knocking out enemy units and capturing enemy territory. They are subtracted for the loss of friendly panzers and infantry squads, and the loss of German controlled territory. The points scored for each achievement are shown on the After Action Report.

6.2 VICTORY

When the combat ends, multiply the victory points in the four categories by the multipliers shown in the After Action Report. If the sum of the adjusted positive and negative points is positive, you win. If it is negative, you lose.

7.0 CREW SKILL

Each crewman has a Skill value, ranging from 0 (the poorest) to 12 (the best). With some activities the crewman's rating will have an effect on dice rolls. Crew Skill values are recorded in the After Action Report.

7.1 SKILL VALUES FOR NEW CREWMEN

Consult the Crew Skill table to determine the starting skill of each crewman. If a crewman is temporarily or permanently knocked out, you get a replacement, for whom a new skill value will need to be determined. When rolling for more than one man, assign the skill values after all have been rolled for. For example, when rolling for an entirely new crew, roll 5 skill values then assign them to each crewman.

7.2 SKILL IMPROVEMENT

At the end of each day, determine whether any of your crewmen have increased in skill. Roll 2D6: if the roll is greater than the crewman's rating, increase his Skill by 1. Record any changes in skill in the After Action Report.

8.0 CREW ACTIONS

Each crewman has specific actions that only he may undertake, and there are a few actions that several crewman may undertake. Specific crew actions are marked on the crew action markers with a letter code for the correct crewman. These letter codes are also shown on the overhead view of the panzer on the panzer card. During the orders segment of the battle round sequence place the crewman's action marker in the relevant box on the panzer card. Any action marker with a red circled dot it means that the crewman can attempt to spot enemy units while undertaking the action.

8.1 COMMANDER (C)

8.11 <u>Direct Move</u>: Direct the movement of the panzer, reducing the chance of an accident. You may not affect any gunfire but you may continue to spot.

8.12 Direct Fire: Direct the fire of the panzer's main gun. The commander's skill is added to the gunner's skill when attempting to hit the enemy.

8.13 Fire S.D.: May fire smoke discharger.

8.14 Fire AAMG: May fire the AAMG if one is available. Commander's hatch must be open.

8.15 Repair AAMG: May attempt to repair the AAMG. See Gun Malfunction Repair table. The commander's hatch must be open.

8.2 GUNNER (G)

8.21 Fire Main Gun: May fire main gun at a target in any zone in front of the turret.

8.22 Fire Co-Axial MG: May fire co-axial MG at a target in any zone in front of the turret.

8.23 Rotate Turret: Turn turret to face any sector. The gunner may attempt to spot only in the sector to the turret's front after rotation.

8.24 Rotate + Fire: Turn turret to face any sector and then fire the main gun. (May not spot.)

8.25 Repair Main Gun: See Gun Malfunction Repair table.

8.3 LOADER (L)

8.31 Load: If no marker is placed in the loader's box he will automatically reload the main gun if it is fired. The loader cannot undertake this action from an open hatch. He may spot as long as the main gun is not being fired. If the main gun is being fired, the loader may not spot.

8.32 Repair Main Gun: Attempts to repair the main gun. See Gun Malfunction Repair table.

8.33 Repair Co-Ax MG: Attempts to repair the co-axial MG. See Gun Malfunction Repair table.

8.34 Fire S.D.: May fire smoke discharger.

8.35 Change Gun Load: Change the ammo round in the main gun to any round still available.

8.36 Restock Ready Rack: Replace one round in the ready rack from those still available. Roll on the Rate of Fire table to determine if more than one round is able to be replaced.

8.4 DRIVER (D)

8.41 Stop: If no Action marker is placed in the driver's box it is assumed that the tank is stopped. The Driver may spot.

8.42 Forward: see Movement table [& see 13].

8.43 Forward to Hull Down: See Movement table [& see 13].

8.44 Reverse: See Movement table [& see 13].

8.45 Reverse to Hull Down: See Movement table [& see 13].

8.46 Pivot: Panzer may change facing to any sector. Pivoting loses any hull down status a panzer may have.

8.5 ASSISTANT DRIVER (A)

8.51 Fire Bow MG: May fire bow machine gun into any zone in front of the panzer.

8.52 Repair Bow MG: Attempts to repair the bow MG. See Gun Malfunction Repair table.

8.53 Pass Ammo: Assists in passing ammunition to the loader. If the loader is attempting to replenish the ready rack or if more than one shell is being fired at a target, the assistant driver can add his Skill in order to attempt to gain a beneficial dice roll modifier on the Rate of Fire table.

8.6 NON SPECIFIC CREW ACTIONS

8.61 Throw Smoke Grenade: Either the commander, gunner or loader may throw a smoke grenade out of an open hatch. Place two smoke markers on the panzer.

8.62 Replace Periscope: A crewman who has had his periscope knocked out may replace the damaged periscope with a new one. Until this is done he may not undertake any action (except those related to loading or gun repair) while buttoned up.

8.65 Fire MP-40: The MP-40 was a sub machine gun often carried inside the turret. A commander, gunner or loader may fire this from an open turret.

9.0 PANZER MAIN GUN FIRE
9.1 SELECTING A TARGET
Only those enemy units that have been spotted may be fired at. The main gun may only fire at a target in the sector to the turret's front. The gun may only fire at one unit each battle round, regardless of how many rounds of ammunition are able to be fired.

Infantry targets are LW, MG, Close Assault, and ATGs (anti-tank guns). All other units are vehicles.

9.2 MAIN GUN vs INFANTRY
9.21 Consult the Panzer Main Gun vs Infantry table to determine whether the infantry target has been hit and destroyed.

9.3 HITTING ENEMY VEHICLES
Consult the Panzer Main Gun vs Vehicle table to determine if the target has been hit. Mark any hit targets with an AP, HE, HVAP or HEAT hit marker for every round that hits.

9.31 After your first shot at a target, place an "Acquired 1" marker on the enemy unit. If it already has an Acquired 1 marker, then replace this with an Acquired 2 marker. Only one target may be acquired by your panzer. An acquired marker is lost if your panzer moves or pivots, if you turret rotates away from the target's zone or if you fire at a different target, or if the enemy moves.

9.4 RATE OF FIRE

If you wish, you can attempt to fire more than one round of ammunition at the target. Once you have determined whether your main gun has hit a target, you may consult the Rate of Fire table to see if an extra round is able to be fired. If one is, then you can roll again on the table to see if more shots are fired. Successive Rate of Fire shots must be made against the same target, even though you don't know the results of any previous hits. You may not switch targets during a battle round.

9.5 DESTROYING ENEMY VEHICLES

9.51 After all possible shots are fired, for each hit scored on the enemy consult the Hit Location table to see what part of the target has been hit. Once a target is hit, your shot will need to penetrate its armour. The target's armour value can be found on the Soviet Tank, Recon or Soviet SPG data table. If the roll of 2D6 is equal to or greater than the target's armour value for the part of the target hit, the target is destroyed. Consult the Panzer Main Gun Penetration table to find your gun's penetration modifier. If a truck is hit, consult the Destroying Trucks table.

9.6 AMMO LOADS AND RELOADS

During the Prepare for Battle step of the sequence of play you have the opportunity to choose from an ammo load for your main gun. If you elect to leave your gun unloaded you may not fire in the first battle round, but may load the gun as you choose for the second round of play.

Advancing Fire

If you choose to use advancing fire when entering a new area, you must load your gun with HE ammo.

10.0 PANZER MACHINE GUNS

10.1 FIRING MACHINE GUNS

10.11 Only spotted units can be fired upon by machine guns. They can only be fired against LW, MG, Close Assault, ATG and truck units

10.12 The bow MG can only fire into sectors in front of the panzer. The bow MG cannot be fired if the panzer is hull down.

10.13 The co-axial MG can only fire into sectors in front of the turret. Note that the PzIVc did not have a co-axial MG; this is noted on the panzer card. Some PzIII types had two co-axial MGs, firing together. These gain a positive dice roll modifier when using co-axial guns to represent the increased firepower of the extra gun.

10.14 Machine guns may also be fired into zones that contain no suitable targets. This is a type of advancing fire. Mark the area with an advancing fire marker and roll for gun malfunction and ammo use (see the Panzer Machine Gun vs Infantry table). If enemy units move into this zone during the enemy Action Phase, roll normally to see if the Machine Gun destroys them. Advancing fire in a zone will reduce the effectiveness of a Close Assault originating from the zone.

11.0 PANZER MOVEMENT

Movement on the Battle Board is represented by you ordering one of the following Driver crew actions: Forward, Forward to Hull Down, Reverse or Reverse to Hull Down. However, due to the abstraction of the Battle Board system of sectors and zones your panzer counter never moves. Instead, what happens is that enemy units shift their positions on the board relative to your panzer's central position.

11.1 MOVEMENT EFFECT ON PANZER

Consult the Movement tables to determine whether any movement has resulted in the panzer becoming bogged down, throwing a track or becoming hull down. If your tank moves, place a Moving marker on it.

11.11 Throwing a Track: A panzer with a thrown track may not pivot for move or the remainder of the combat. If the Battle Board is cleared of enemy units, the day of combat is finished for your tank. Each crewman must abandon the vehicle, rolling on the Wounds table (abandoned panzers were the focus of light weapon fire from the enemy).

11.12 Bogged Down: A bogged down panzer may not move or pivot until it has freed itself. A bogged down panzer attempts to free itself by ordering Reverse movement and rolling on the Bogged Down Movement table. If the result "Assistance Required" is rolled, the panzer may not move, pivot or roll again on the Bogged Down Movement table. When the battle is concluded, your panzer is assumed to have been freed with the help of friendly forces and play continues normally. This takes 30 minutes of time.

11.2 MOVEMENT EFFECT ON ENEMY

Consult Part 2 of the Movement tables ("Effect on Enemy Units") to determine whether each unit moves and / or changes facing. The Movement Diagram to determine the effects of your panzer's movement on any shifted enemy units on the Battle Board. The diagram assumes that your panzer is moving forwards, if it is moving backwards, reverse the effect on enemy units.

11.3 LEAVING THE BATTLE BOARD

It is possible for your tank and accompanying friendly forces to leave the Battle Board before combat is finished. Your panzer battalion is assumed to have left the board if movement by your panzer causes all enemy units to leave the board, shifting from the long range zones to off-board. If the effect of your movement is for the enemy units to move back off the board, your battalion is considered to have retreated.

11.31 A retreat occurs when your panzer faces either sectors 11, 2+12 or 3 and moves forward, or faces one of the other three sectors and reverses. An advance occurs when your panzer faces either sectors 4-5, 6-8 or 9-10 and moves forwards or faces one of the other three sectors and reverses.

11.32 When you leave a combat, place the enemy units that were still in play up to the moment your panzer battalion leaves the area on the Movement Board where the combat took place. If you re-enter that area before reaching your Exit Area, another combat is automatically triggered and the remaining units are added to those that are activated normally.

11.33 If you retreat from a combat your battalion returns to the area which you last occupied. If you advance out of a combat place the battalion marker in any adjacent area to the one you fought in, except for the area that you entered it from. Retreating or advancing uses up the time that would normally have been expended to move into the new area.

11.34 If you enter a new area that is not German controlled, go back to step 4.4 and prepare for battle.

12.0 ENEMY UNITS

12.1 Enemy units are two main types: infantry and vehicles. Infantry includes LW (light weapon), MG (machine gun) and ATG (anti-tank gun) units. Vehicles include truck, tank and SPG (self propelled gun) units.

12.2 ACTIVATION
When a combat is triggered on the Resistance Table, roll for the appearance of Russian units on the Activation table. For each unit that will appear roll once on the Activation table.

12.3 PLACEMENT
The placement of enemy units is determined by reference to the Battle Board Placement tables which list the range, the vehicle facing and whether the unit is any particular type of terrain. Units in terrain, or moving, should be noted as such with the relevant marker.

13.0 ENEMY ACTION
During the Enemy Action Phase of the battle round roll for each enemy unit to determine what it does. There are three Enemy Action tables; one for each scenario type.

13.1 MOVEMENT
13.11 A unit moving forwards remains in the same sector but moves one zone closer to the panzer. If it is already at close range it jumps to close range in the sector on the other side of the panzer; opposite the sector it originally occupied.

13.12 A unit moving backwards remains in the same sector but moves one zone away from the panzer. A unit already at long range in sectors 4-5, 6-8 or 9-10 is removed from play. A unit already at long range in sectors 11, 2+12 or 3 is removed from the Battle Board and is placed on the Movement Board in the area you moved out of to enter the area where the combat is taking place. Remove the German control marker in that area.

13.13 Units moving to the left or the right remain at the same range but move one zone clockwise or anti-clockwise respectively.

13.14 If an enemy unit moves into a sector marked with a German control marker, remove that control marker.

13.16 Mark moving enemy units with a Moving marker. Remove any Spotted, Hidden, Acquired or terrain markers, but immediately re-roll for new facing and terrain on the Battle Board Placement tables.

13.2 FIRE VS FRIENDLY INFANTRY
If the Enemy Action table states that a unit attacks friendly infantry, consult the Enemy Fire Combat table to determine whether a friendly infantry squad has been destroyed.

13.13 FIRE VS ANY PANZER
If the Enemy Action table states that a unit attacks "any panzer", consult the Enemy Fire Combat table to determine whether a friendly panzer has been destroyed. (Note: the dice roll combines hitting and destroying the panzer).

13.14 FIRE VS YOUR PANZER
If the Enemy Action table states that a unit attacks your panzer (or if the lead panzer and if your panzer is lead panzer during this day), consult the Enemy to Hit Your Panzer table. If a hit is scored, roll on the Hit Location Table and then on the Gun Penetration

vs Your Panzer table. As with knocking out Russian armoured vehicles, any enemy hitting your panzer must roll 2D6 and equal or exceed your armour value, with a dice roll modifier applied depending on the gun type that hit you.

14.0 FRIENDLY ACTION
Friendly Action represents the firepower of friendly forces (i.e. the rest of your panzer battalion) . Consult the Friendly Action table and roll to determine the effect of that action on every enemy unit on the Battle Board.

15.0 RANDOM EVENTS
Roll 2D6 and consult the Random Events table. The effects of each event are noted on that table.
15.1 CLOSE ASSUALT
15.11: The close assault event represents attacks made by fanatically brave Soviet soldiers against your tank. Weapons employed included moltov cocktails, bunches of grenades, mines (including magnetic ones) and demolition charges. If the panzer's machine guns are facing into the sector from which the attack originates the player may fire them (irrespective of whatever operation a particular crewman was engaged in – it's assumed that he will man the machine gun in such an emergency). The close defence NVTW system may also be used if this is fitted to the panzer. See Close Assault tables for details.
15.12: Once a close assault event has been resolved, remove the Close Assault marker. It is a temporary marker only brought into play by the random event.

16.0 AMMUNITION
16.1 AMMO TYPES
16.12 HE (High Explosive): HE ammunition is not very effective at destroying enemy armoured vehicles, though it is effective against infantry targets and trucks, and may be used against armoured targets in an emergency – such is if you have run out of AP ammunition or happen to have a HE round in your main gun.
16.13 AP (Armour Piercing): AP ammunition is ineffective against infantry but is used to attack enemy armoured targets.
16.14 HVAP (High Velocity Armoured Piercing): HVAP ammo gives a penetration bonus and is most effective at close and medium ranges.
16.15 HEAT (High Explosive Anti Tank): HEAT ammo was developed in order to give low velocity

guns such as the 75mm L24 (short) gun a better anti-tank capability. The effectiveness of HEAT ammunition does not decrease at medium and long ranges.
16.16 HBCI (Hexachlorothane-Base Igniting): "Smoke". A panzer can fire one of these into a zone to the front of its turret. Place two smoke markers in that zone.

16.2 LOADING AMMO
16.21 Ammo is loaded into your panzer in the Morning Briefing. Each panzer has a maximum number of round of main gun ammunition as noted on the panzer's data card. Record the number of rounds of each type of main gun ammunition you are carrying. Refer to the Ammo Availability table for the availability of HEAT, HCBI (smoke) or HVAP ammunition.
16.22 Each panzer has a ready rack of ammo that is close to the loader. Up to 8 rounds of ammo can be placed in the ready rack. The number and type of ready rack ammo is noted on the panzer data card.

16.3 MACHINE GUN AMMO (Optional rule)
All rules dealing with MG ammunition should be considered optional, as the recording of MG ammo can add to the administration load of a game. If you want, assume that there is always sufficient MG ammo to enable the panzer's machine guns to fire.

17.0 SPOTTING
Until an enemy unit is spotted it can't be fired at, though it can still fire at you. Consult the Spotting chart for a summary of the spotting procedures.

17.1 SPOTTING PROCEDURE
Each crewman attempting to spot an enemy unit must roll equal to or less than his Skill on 2D6, with various modifiers as noted on the Spotting chart.
17.11 An unmodified dice roll of roll of **2, or 3** will always result in an enemy unit being spotted and identified by a crewman.

17.2 SPOTTING RESTRICTIONS
17.21 Some crewmen are unable to spot while buttoned up, as noted on the panzer data card being used. Depending on the crew action being undertaken, a crewman may be able to spot or may not. Crew action markers that have a red circled dot on them are actions that can be carried out while spotting.

17.22 Crewmen with closed hatches and broken periscopes cannot spot.

17.3 HIDDEN UNITS
If, when attempting to spot an enemy unit, the player rolls an unmodified roll of **11 or 12**, the unit is considered to be hidden from view. Place a Hidden marker on the unit. Hidden units cannot fire at the player's panzer and you cannot attempt to spot it until either it moves or you move. If either event occurs, remove the Hidden marker.

17.4 UNIDENTIFIED UNITS
17.41 When tank, SPG and ATG units first appear they are unidentified. Unidentified units are assumed to be fairly serious opposition until positively identified.

17.42 The Activation tables list what units the unidentified tanks SPGs and ATGs are presumed to be. Place red labeled units to represent unidentified units. Once a unit has been positively identified roll on the relevant Identified Enemy table to determine what the unit actually is.

17.43 Until a unit is identified it acts as though it was the unidentified unit. For example, in 1942 every unidentified tank is assumed to be a KV-1a and fights as such. Once it has been identified, it is likely to be a less dangerous tank – thus giving you an incentive to identify enemy units as soon as possible.

18.0 SMOKE
Smoke can be placed on the Battle Board as a tactical tool to obstruct the fire of enemy units. Smoke can be placed by your own panzer or as a result of Friendly Action. Enemy units never place smoke. When smoke is initially placed, two markers (i.e. "Smoke x2") are placed. As time goes by, the smoke in a zone is reduced until it completely dissipates.

18.1 PLACING SMOKE
18.11 Smoke Grenades: Place two smoke markers on the panzer. One grenade is thrown by a crewman performing a Throw Smoke Grenade action. Mark off one smoke grenade on the After Action Report.

18.12 Smoke Discharger: Some panzers were fitted with smoke dischargers on the outside of the turret, operated from within the panzer by the commander or loader. Place two smoke counters on the panzer and reduce the number of SD rounds by one. SD ammunition is kept track of on the panzer data card.

18.13 HCBI: These rounds are available to panzers armed with the 75mm L42 gun (i.e. "75 s" gun). Roll 2 dice for the gun. On a roll of 2 the gun malfunctions. On a roll of 3 – 4 you miss the target.

On a roll of 5 – 12 you are able to place two smoke markers in a zone to the front of your panzer's turret.

18.14 Friendly Action: If, when attacking an enemy unit on the Friendly Action table, the number rolled (before any dice roll modifiers are applied) falls within the range of "smoke", place two smoke counters in the same zone as the enemy unit.

18.15 There is no limit to the number of smoke markers that may be on the Battle Board at any time.

18.2 DEPLETING SMOKE
18.21 During the Smoke Depletion phase, reduce the number of smoke markers in a zone by one. Several smoke markers have a multiplier printed on them. This enables the markers to be used like small change. If you have three smoke markers in a zone, you can use a "x3" marker, three "x1" markers or a "x1" and a "x2" marker.

18.22 Smoke depletes twice as fast as normal during rain weather. Each battle round, during the Smoke Depletion phase, reduce the number of smoke markers in a zone by two if it is raining.

18.3 SMOKE EFFECTS
Smoke can reduce the chances of you hitting the enemy, the enemy hitting you, and of you spotting the enemy. See the various tables for smoke dice roll modifiers.

19.0 CREW CASUALTIES
19.1 INSIDE THE PANZER
Crewmen with no hatch, or with a closed hatch, are inside the panzer and can only be injured by gunfire, mine attack or Close Combat attack.

19.11 Explosion: If your panzer is knocked out consult the Panzer Explosion table to see if it explodes. All crewmen are killed when a panzer explodes. The game is over; you have lost.

19.12 Crew Injury: If the panzer is knocked out but did not explode, consult the Wounds table for each crewman. Note that the direction from which the penetrating shot entered your panzer can affect the likelihood of various crewmen being injured, as noted on the Hit Location Crew Effects table.

19.13 Bail Out: Any crewmen that are able to do so must attempt to bail out of the panzer. Roll on the Bail Out table, then roll again for each crewman who has managed to bail out (representing the effects of light weapon and machine gun fire against crew who are exiting the panzer). The wounds roll made after bail out does not have any dice roll modifiers applied to it apart for a -2 if there is any smoke on the panzer.

19.14 <u>Rescue Attempt</u>: Crewmen who successfully bail out and who are not seriously wounded may attempt to rescue any crewmen who are still alive and inside the panzer. For each rescue attempt roll on the Wounds table for the rescuer. If the rescuer is not seriously wounded or killed during the attempt he is able to rescue his colleague.

19.15 <u>Brew-Up</u>: Once all rescue attempts have been made, consult the Panzer Brew Up table to see if the panzer burns. If it does, all crewmen inside the panzer are killed. If not, all trapped crewmen inside the panzer are automatically rescued.

19.2 CREW EXPOSURE AND OPEN HATCHES
Crewmen at an open hatch are considered to be partially exposed to enemy fire. When called for, consult the Collateral Damage table to see which, if any, crewmen could be injured.

19.21 As long as a crewman does not suffer a wound that puts him out of action for a week or more he may continue to function normally.

19.22 If a crewman takes a wound that puts him out of action for a week or more, he ceases to perform any crew functions. The assistant driver and driver may take each other's positions. Apart from the assistant driver taking the driver's position, and vice versa, any crewman taking the position of another crewman has his skill value temporarily halved (rounding fractions down).

19.3 REPLACING CREW CASUALTIES
19.31 A panzer with one or more incapacitated crewmen must continue to function to the best of its ability until either the combat in this area is concluded, the panzer is knocked out, or the panzer is able to retreat or advance out of the area. If the tank withdraws or the battle ends, replace incapacitated crewmen immediately by rolling for the skill level of the new man. Note the new crewman's name and skill value in the After Action Report.

19.32 Replacing a crewman takes 30 minutes.

19.33 Wounded crewmen who are out of action for several weeks may, at your discretion, rejoin your panzer crew the week after their convalescence is over, replacing the temporary crewman. If you don't bring back a recovered crewman when he is eligible for return, he may not thereafter rejoin your crew. Returning crewmen retain the Skill values that they have when wounded.

20.0 THE CAMPAIGN GAME
20.1 SCENARIO DETERMINATION
Unlike the original PB game, there is no daily calendar. The year is divided up into 12 months, each of which has 4 weeks. Each week the player

rolls 2D6 and consults the Campaign Event Table to see if there is a battle.
The Scenario Type and Expected Resistance tables cover the type of scenario and the expected resistance for that day. The player should keep track of the current year, month and what week (1,2, 3 or 4) of that month you are in.

20.11 <u>Extra Scenarios</u>: Once a scenario has been played, roll on the Extra Scenario table to see if you have to play out another scenario that week. Up to seven scenarios can be played in any week.

20.12 <u>Campaign Duration</u>: You can play any three months of the war for a short campaign, any year for a medium length campaign, or if you are in for the long haul you can try playing from the fourth week of June 1941 to the second week of May 1945 (strictly speaking, the third day of the second week of May 1945).

20.2 When consulting the Battle Determination table, three possible results can occur. If a "Battle" rolled for, play out a scenario. If "No Battle", then your panzer doesn't see any action that week. Make a note of this and check the Battle Determination table for the next week. If "Refit" occurs, the player's panzer is taken behind the front lines.

20.3 REFITS
If a refit is rolled for, the player's panzer is behind the front lines for 1D6-1 weeks (with a minimum of 1 week). During this time, if he wishes, he may roll on the Panzer Availability table to determine what replacement panzer may be available. After rolling on this table he may take the new panzer type or keep his old one. He may also roll on the AAMG Availability table and, if his panzer is a PzIII or PzIV, he may consult the Panzer Schurzen table.

20.31 Crews with a combined Skill value of 35 or more can choose which type of panzer to receive during a refit. They can also choose to have Schurzen fitted (if in a PzIII or PzIV), or whether to have an AAMG fitted.

20.4 COUNTER ATTACK SCENARIOS
20.41 <u>Prepare for Battle</u>: Your initial deployment in a Counter Attack scenario is always Hull Down.

20.42 <u>Movement Sequence</u>: Your panzer battalion beings in the Start Area, but you don't determine the enemy strength for an adjacent area. The only operation you can call for is that of Replenish Ammunition. Instead, every 15 minutes roll 2D6 and consult the Resistance Table to see if combat occurs. If no combat occurs, mark off 15 minutes and roll again to see if combat occurs. When daylight runs out the day is over – go to the Evening Debriefing. If combat occurs, mark off 15 minutes and resolve combat on the Battle Board.

20.43 Battle: There is no opportunity for you to undertake Advancing Fire (it's the enemy advancing, not you). If an ambush occurs, do not conduct an Enemy Action, but instead perform your own panzer's battle round sequence, then undertake Friendly Action and then conduct Random Events – in effect, you have ambushed the Russians. After that, combat continues as normal.

20.44 Clearing the Battle Board: If combat, (even your ambush) clears the Battle Board of all enemy units roll 1D6 to determine how many hours pass before combat becomes possible again.

20.45 Retreat: If you retreat from the Battle Board, mark off 15 minutes and record the loss of one area. Move your panzer battalion marker into an adjacent area on the Movement Board in the direction of the Exit Area. If two areas are equally close you can choose which one to retreat into.

21.0 BREAKDOWNS

21.1 PANZER RELIABILITY

21.1 Later War Unreliability: It was rare for all panzers in a unit, particularly later in the war, to be able to operate reliably. Engine transmissions and gearboxes appeared to be the main problem, especially with heavily loaded tanks. In 1944 and 1945, every time a player wants to move his panzer battalion on the Movement Board, roll 2D6. On a roll of 2 the panzer breaks down and cannot move into the new area. The scenario now ends.

21.2 Counter Attacks and Breakdowns: Panzers don't need to roll for breakdowns in counter attack scenarios.

21.3 Unreliable Panzers: Some panzers, the PzVD, PzVIE and PzVIB, were notoriously unreliable. They break down on a 2D6 roll of 2 or 3.

Optional 1: PROMOTIONS

Your commander begins the campaign with the rank of *Unterfeldwebel* (US equivalent: Sergeant). As the campaign continues, you may become promoted. Promotions are dependent on the cumulative total of victory points scored by your panzer for knocking out enemy units. Victory points ("VPs") are not awarded by scenario type for the purposes of promotion. However, if you win a scenario you gain +5 VPs, and if you lose a scenario you lose 5 VPs.

After each day of combat check for promotion on the Promotions table during the Evening Debriefing. For every 100 VPs scored by your tank you gain 1 promotion. You may only be promoted once per month. If loss of a scenario reduces your VP level to below that required for your rank, you are not demoted; you keep your current rank.

Optional 2: MEDALS

At the end of each day of the campaign, check the Decorations table to see if you are awarded a medal. In order to qualify for a medal you must roll at least 200 with a 2D6 (x10) roll. This means that the combined total of 2 dice, multiplied by 10, must exceed 200. To this total various other numbers are added, as noted in the Medal table, depending on how well you did during the scenario just played. If the combined total is high enough to qualify for more than one decoration you must choose the lower of the two unless you already have that decoration. You may only receive one decoration per week.

Optional 3: SLOW TRAVERSE TURRETS

Pz V (Panther), PzVIe (Tiger) and PzVIb (King Tiger) tanks had large guns but their turrets were relatively slow to turn. If the player has one of these panzers the turret can only rotate one sector each battle round.

Nigel Hodge,
October 2012.

ABBREVIATED SEQUENCE OF PLAY
4.1 CAMPAIGN BATTLE CHECK

4.2 MORNING BRIEFING
4.21: Record date.
4.22: Record the Panzer Type.
4.23: If you have not already done so, determine the skill level of each crewman.
4.24: Determine weather.
4.25: Load ammo.
4.26: Load ready rack.

4.3 TIME CHECK
4.31 Determine the hours of sunrise and sunset.
4.32 Determine time and ammunition expended.

4.4 PREPARE FOR COMBAT
4.41 Deployment.
4.42 Place Open Hatch markers.
4.43 Select Gun Load.
4.44 Set Tank and Turret Orientations.
4.45 Place German Control markers on Battle Board.
4.46 Mark the current weather conditions.

4.5 MOVEMENT SEQUENCE
4.51 Determine Start Area on Movement Board.
4.52 Determine the Exit Area.
4.53 Check any one area adjacent for estimated resistance.
4.54 Perform Operations.

4.6 COMBAT (On Battle Board)
4.61 If using advancing fire, place Advancing Fire markers on zones on the Battle Board.
4.62 Consult Activation table for the number and type of Russian units appearing.
4.63 Place Russian units.
4.64 Resolve any advancing fire, artillery support and air strike.
4.65 Roll for possible ambush. If an ambush occurs, consult the Enemy Action table for each enemy unit. Then consult the Random Events table.

4.7 BATTLE ROUND SEQUENCE
4.17 Smoke Depletion Phase.
4.72 Spotting Phase.
4.73 Orders Phase: 1) Hatches.
                        2) Orders.
                        3) Ammo Reload.
4.74 Crew Actions Phase: 1) Tank Movement.
                        2) Fire Tank Main Gun.
                        3) Fire Machine Guns.
                        4) Miscellaneous Actions.
4.75 Enemy Action Phase.
4.76 Friendly Action Phase.
4.77 Random Events Phase.

4.9 EVENING DEBRIEFING
4.91 Determine skill improvement.
4.92 Determine if you have won the combat.
4.93 Determine promotion / decoration.